

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims**

1.-14. (Cancelled)

15. (Currently Amended) A method of communication on a gaming machine comprising a master gaming controller adapted for controlling a game of chance played on the gaming machine ~~providing data between a gaming machine and one or more gaming machine servers in a gaming machine network~~, the method comprising:

generating the game of chance using the master gaming controller;

configuring a first communication port included in a communication interface to communicate data according to a first communication protocol used by a first gaming machine function on the gaming machine wherein the master gaming controller on the gaming machine is adapted for communicating using the first communication protocol via the first communication port;

configuring a second communication port included in the communication interface to communicate data according to a second communication protocol used by a second gaming machine function on the gaming machine wherein the master gaming controller on the gaming machine is adapted for communicating using the second communication protocol via the second communication port;

establishing a communication connection between the communication interface and a server in the a gaming machine network using a third communication protocol;

transmitting data from the server to the communication interface using the third communication protocol;

converting the data from the third communication protocol to one of the first and second communication protocols; and

transmitting the data from the communication interface to the master gaming controller via the first communication or the second communication port a processor in the gaming machine or to a peripheral device associated with the gaming machine in the one of the first and second non-network communication protocols;

16. (Original) The method of claim 15 wherein the first gaming machine function employs proprietary gaming software that accepts and provides the data in the first communication protocol.

17. (Currently Amended) The method of claim 16 wherein the proprietary gaming software is not able to receive data transmitted in the third communication protocol or the second communication protocol.

18. (Original) The method of claim 15 further comprising assigning the communication interface or the gaming machine an IP address.

19. (Currently Amended) The method of claim 15 further comprising:  
transmitting data from the gaming machine master gaming controller to the communication interface using the first communication protocol;  
converting the data from the first communication protocol to the third communication protocol; and  
transmitting the data in the third communication protocol to the server across the gaming machine network.

20. (Original) The method of claim 15 wherein the third communication protocol is one of a TCP/IP, SLIP, and PPP communication protocol.

21. (Original) The method of claim 15 wherein the server is selected from the group consisting of a prize server, a game server, an entertainment content server, a cashless ticketing server, progressive game server, a bonus game server, a concierge service server, a lottery server and a money transfer server.

22. (Original) The method of claim 15 further comprising storing the gaming data in memory included in the gaming machine.

23.-26 (Cancelled)